SONY

IMAGESOFT

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SMARTBALL™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for buying SMARTBALL™

Please read this instruction manual before beginning play!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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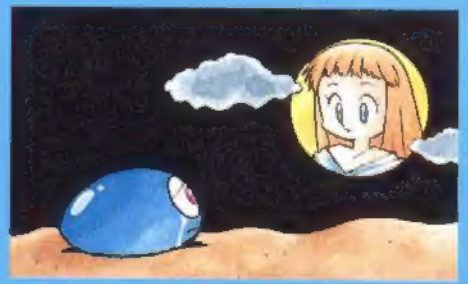
TABLE OF CONTENTS

Story 4
Characters 5
Buttons and Things 6
Starting the Game 7
Play Techniques 8
Items 13
Critters 16
The Land of Kyliria 18
Smart Ball Special Tips .20
Warranty 23



STORY

Somewhere, there is a mystical land called Kyliria, where the people have been living in peace and harmony for as long as anyone can remember. The king, Geoffrey, is very wise and just and he is now preparing to retire and pass the crown to his eldest son JERRY. JERRY has just married his wife, Wendy, and is ready to assume the responsibilities of leadership. But Geoffrey's other son, Tom, is jealous of JERRY, and has enlisted the help of the Bad Wizard, and together they have brought down a great curse upon JERRY. They have stolen Wendy away and stripped JERRY of his humanity, reducing him to a small ball. Now, he must slither his way to the Bad Wizard's castle to return to his normal self and rescue Princess Wendy.

CHARACTERS

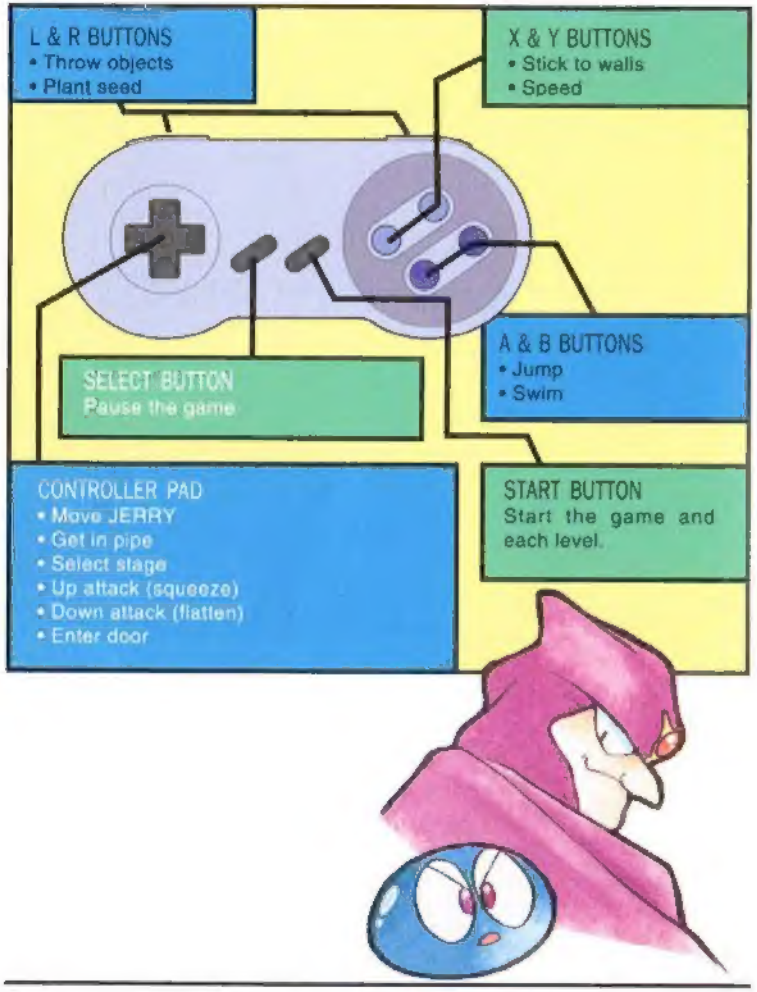
Prince JERRY

Tom

Princess Wendy

The Bad Wizard

BUTTONS AND THINGS



STARTING THE GAME

When you first turn on SMARTBALL, you can listen to the SMARTBALL music for as long as you want. When you have heard enough, press the START button to begin your game.

STAGE SELECT

After you complete a stage, you can move on to the next stage. Or, if you prefer, you may return to any stage you have already completed.

CONTINUE YOUR GAME

Just because the screen says GAME OVER doesn't mean it's so! You can start over at the beginning of the current stage as many times as you want to.

PLAY TECHNIQUES

WALK RUN

CONTROL PAD LEFT AND RIGHT

JERRY will walk, er, slither, to the left or right when you press left or right on the control pad. Press and hold X or Y for extra speed.

FLATTEN

CONTROL PAD DOWN

When you press down, JERRY will flatten out and get closer to the ground.

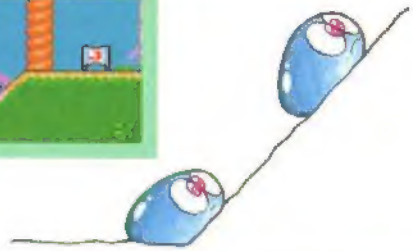
ATTACK

If you flatten out next to a critter, you will bonk him.

CLIMB HILL

CONTROL PAD LEFT AND RIGHT

JERRY can go up a hill just like moving on level ground.



IN THE WATER

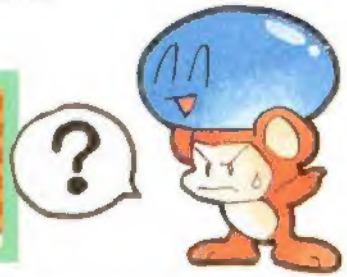
A OR B BUTTON

JERRY can swim. Just press the A or B button a few times.

RIDING CRITTERS

A OR B BUTTON

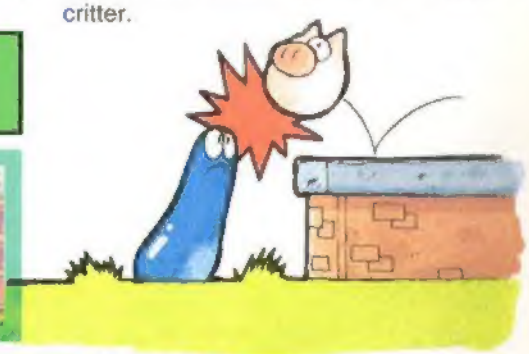
Some critters won't find you if you are on top of them and they will keep acting as if you weren't there.



SQUEEZE

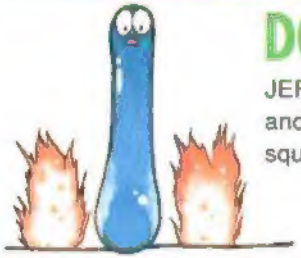
JERRY can stretch upwards to whack a critter.

CONTROL PAD UP



DODGE

JERRY can get tall and thin to avoid a squeeze play.

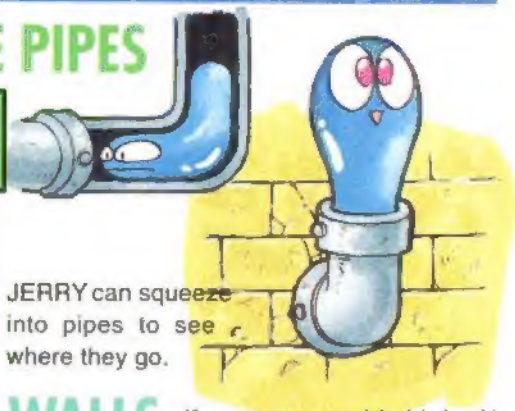


JUMPING ATTACK

CONTROL PAD UP AND (A) OR (B) BUTTON

DOWN THE PIPES

CONTROL PAD DOWN AND UP

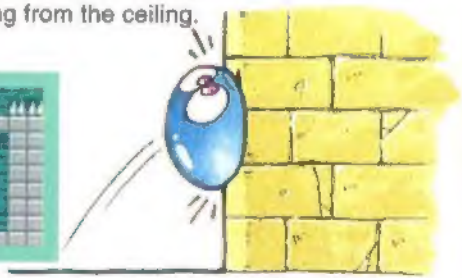


JERRY can squeeze into pipes to see where they go.

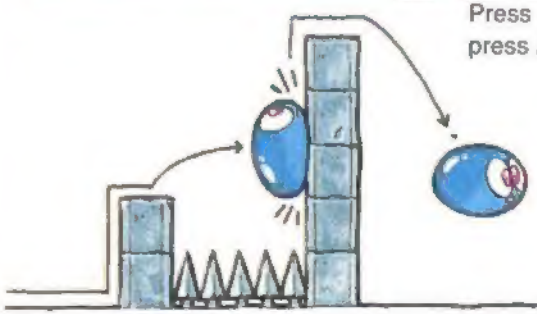
CLIMB THE WALLS

HOLD (X) OR (Y) BUTTON

If you press and hold the X or Y buttons when Jerry hits a wall, he can climb right up. He can even hang from the ceiling.

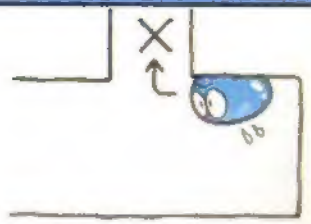


Press and hold X or Y, then press A or B to jump across.



JERRY CAN'T:

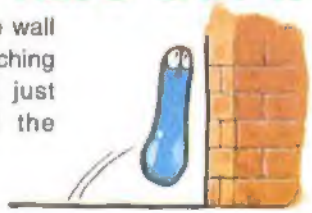
Climb up around a corner if he is hanging from the ceiling. He will fall off if you try to do this.



Instead, jump onto the wall from below. Then you can go straight on up.

JERRY ALSO CAN'T:

Climb up the wall if he is stretching up. He will just bounce off the wall.



HIGH JUMP!

Ordinarily, that ledge is out of reach.

But, if you stand on the flower first . . .

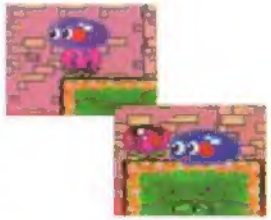
. . . you can just make it! (Whew!)

ITEMS

Scattered throughout the land of KYLIRIA are various items that can be quite useful to our Prince-turned-Smart-Ball. He can carry a variety of objects around inside of him, then spit them back out.

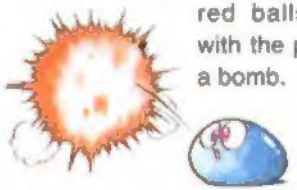
ETERNAL FLOWER

This flower will keep blooming no matter how often it gets stepped on. It also will often conceal a very special item. Always try to reach and open these flowers to get the treasures they contain.



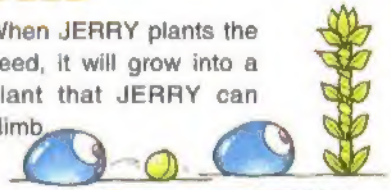
BOMB

When all your hearts are full, the red balls strike with the power of a bomb.



SEED

When JERRY plants the seed, it will grow into a plant that JERRY can climb.



FLAGS

In each level there are five flags. When you collect them all, you win a free life. If you collect them in order, you get 2 free lives.

RED BALLS

You can carry up to 9 Red Balls around with you. Shoot them at critters to bop them away.

LIFE

This special item refills an empty heart container.

BOMBS

When you have all your heart containers filled, you can shoot more powerful shots with your Red Balls.

JUMP

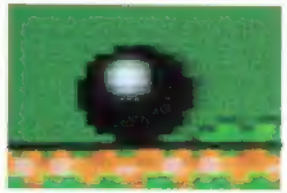
When you carry this item, you can jump much higher and further than normal.

1-UP

The 1-UP item is worth an extra life. They are very rare.

IRON BALL

The Iron Ball is much heavier than the Red Ball, so you can't throw it as far. It does more damage when it hits, though.



H-UP

The H-UP item adds one empty heart container for you to fill. You still need to find a Life item in order to fill it.

ETERNAL FLOWER

This flower always contains one of the other items within itself. You have to bump it or jump on it to get it to open.

FLOWER

This plant produces a single Red Ball in the center of the bloom. Just slide up and take it.

SEED

The seed sprouts into a plant that JERRY can climb. Be careful where you plant it, because once it grows, it can't be moved.

CRITTERS

Throughout the land of KYLIRIA, there are many animals that would not have been dangerous to JERRY the boy, but which are very dangerous to JERRY the SmartBall.

MICE

There are several different types of mice, and all of them are dangerous to touch.

FIRE BIRD

This bird hazard lives near the desert, and is dangerous to even get near, because he drops flaming balls.

BIRD

These birds provide a handy taxi service, but will hurt JERRY if he touches them anywhere except their backs.

BIG ROCKS

These guys will squash you flat, if you give them the chance. You'd better steer clear of them if you can.

SMALL ROCKS

Smash them to gravel, or ride around on top of them, but don't let it catch you.

RABBIT

These bouncy guys just won't sit still, so hitting them with a ball can be tricky. Still, it's better than letting them jump on you.

FAT PIG

These pigs just keep jumping, and they won't get out of your way until you get rid of them.

PINK & RED FLAMES

The red flame moves toward you, and the pink flame stays still. When the two get together, it gets hot!

PENGUIN

The penguins live where it's cold, and they'd just love to ice you.

CACTUS

These guys have been out in the sun for too long. They're just covered with spikes to let the air out of a young Smart Ball.

COCKROACH

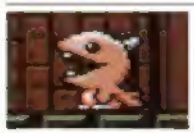
You wouldn't believe the size that bugs get to be in the land of KYLIRIA. Try stepping on them.

NEEDLE

You don't have to be very sharp to know that anything this pointy is bad news. Stay clear!

SAND WORM

Hidden in the desert is the burrow of the legendary sand worm. You'll wish he'd stayed legendary if he catches you.



DINOSAUR

He's dangerous, but he can be helpful — he spits out Red Balls that you can collect.

THE LAND OF KYLIRIA

There are many different areas in the land of KYLIRIA, and you'll have to make your way through all of them in order to reach the castle and rescue Wendy. There's no time for sightseeing on this tour, though, if you plan on getting there on time!

STAGE 1-A "FIELD"

The first stage consists of an empty meadow — at least it used to be empty. The place seems to be overrun with field mice! Run through the grass, climb a few trees, and watch out for the nasty hot lake that sits in the middle of the field.

STAGE 1-B "DESERTED TOWN"

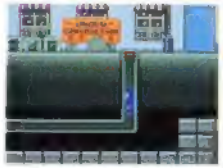
Something has forced all these people to abandon their homes, their town. As Prince, it is up to you to help them!

Something has ruined these houses.

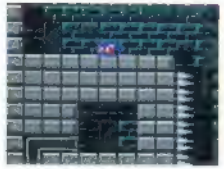
So this is the culprit . . .

STAGE 2-A "PIPE MAZE"

Under the city is a huge network of passageways and pipelines. You'll have to take the low road to get through here.



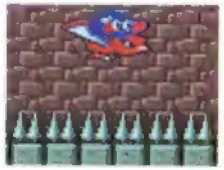
JERRY can slip right down the drain.



Can you find out which door leads where?

STAGE 2-B "IN THE CITY"

Explore the city, but try not to stay too long in the bad part of town.



What a ride! (but no in-flight movie)

Now there's a whole flock of trouble.

STAGE 3 OTHER STAGES

So you think you're hot? Wait until you've been out here in the desert for a while, and then we'll see . . .

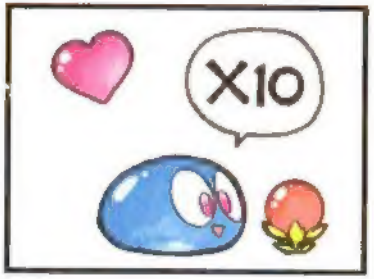
STAGE 4-A	THE MOON
STAGE 4-B	THE DARK SIDE OF THE MOON
STAGE 5	UNDER THE SEA
STAGE 6	THE ARCTIC ZONE
STAGE 7	THE GREAT MOUNTAINS
STAGE 8	THE CASTLE

SMARTBALL SPECIAL TIPS

Here are a few tips that JERRY wanted to share with you. We hope that these will be helpful!

1 COLLECT RED BALLS

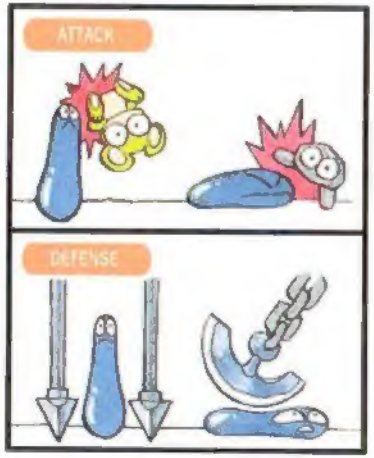
Every time you collect 10 Red Balls, you can fill one heart container.



2 CHANGE YOUR SHAPE

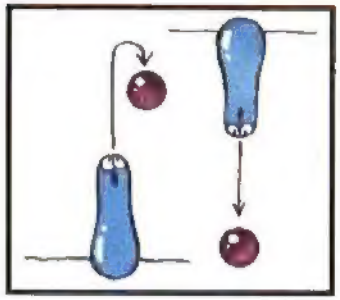
ATTACK
You can bonk critters by changing shape quickly.

DEFENSE
You can dodge many obstacles by squeezing yourself.



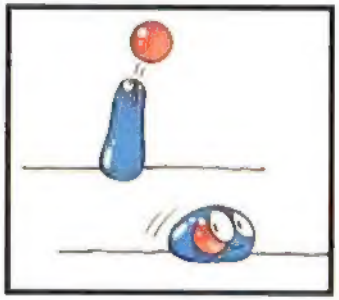
3 THROW THE BALL

You can throw the ball anywhere you want to — with some practice. You can bonk the critters if you can hit them.



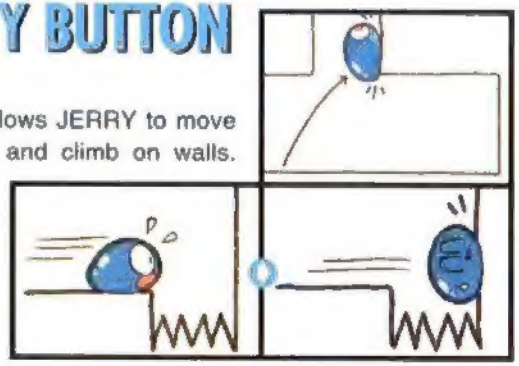
4 THROW AND CATCH

Sometimes you throw a ball when you didn't mean to. If you can get under it, JERRY can catch the ball and save it for later.

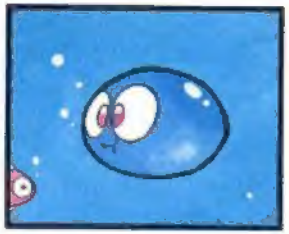


5 PRESS AND HOLD THE X OR Y BUTTON

The X or Y button allows JERRY to move faster, jump higher, and climb on walls. You're best off if you hold down this button all the time.

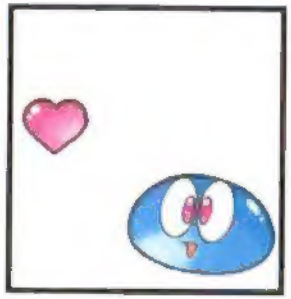


6 KEEP HITTING THE A OR B BUTTON



If you find yourself sinking into water or sand, and you want to stay on top, tap the A or B button quickly, and you'll swim or climb your way back to the surface.

7 TRY EVERYTHING



Don't be afraid to try anything. Some spots that look impossible may be quite easy, if approached properly. Don't give up.

JERRY can climb trees and walk on clouds!

Some critters can go some places that you just can't.

You never know where you'll find a hidden room.

It must be a tight squeeze, but JERRY can make it!

Don't let yourself get discouraged if you can't figure out how to get into a tricky spot. You can finish the game without finding many of them, and there are other areas to explore and always plenty to do.

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